GOLDEN

A COLOR/ACTIVITY BOOK

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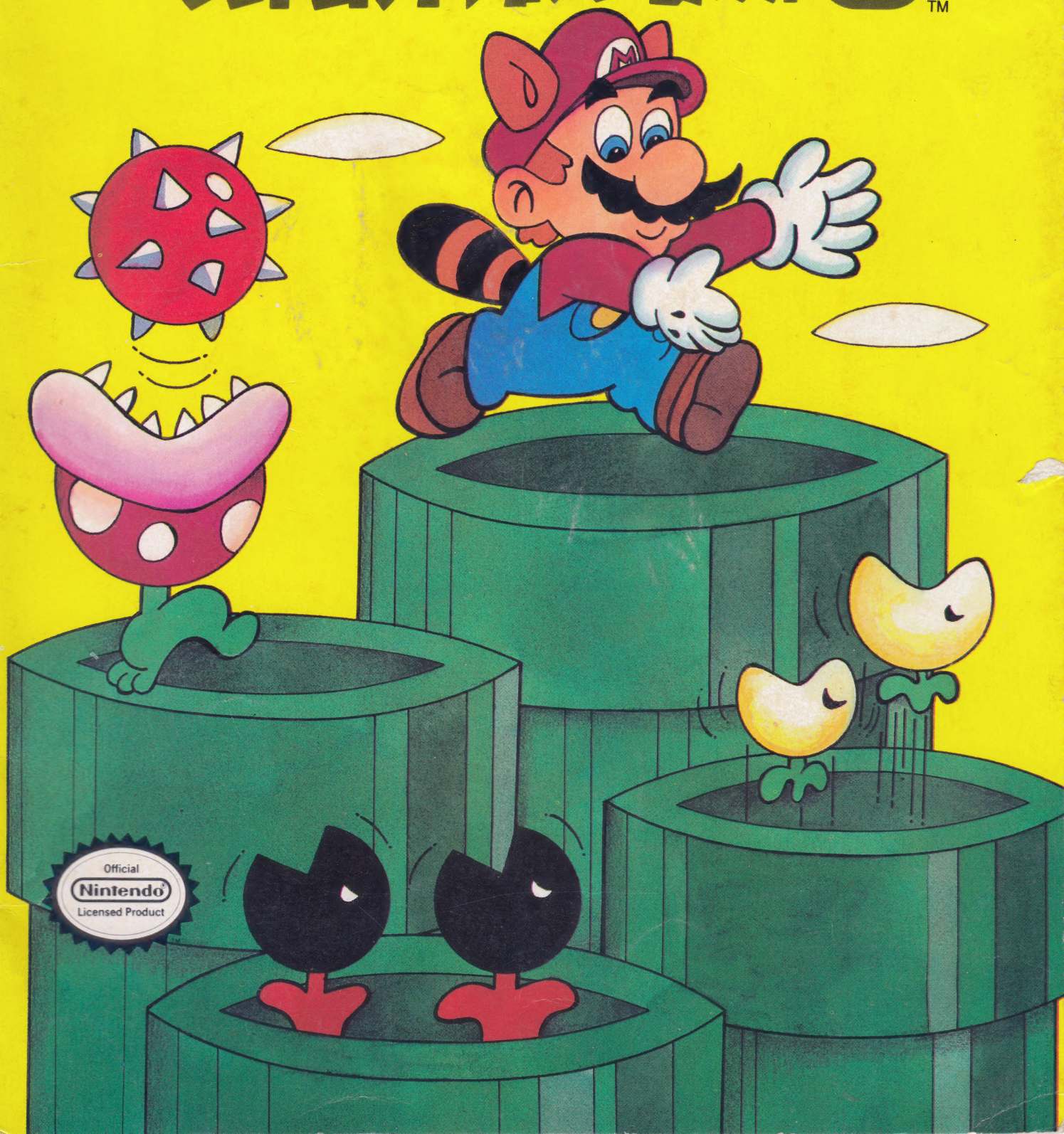
Nintendo®

SUPER MARIO BROS. 3™



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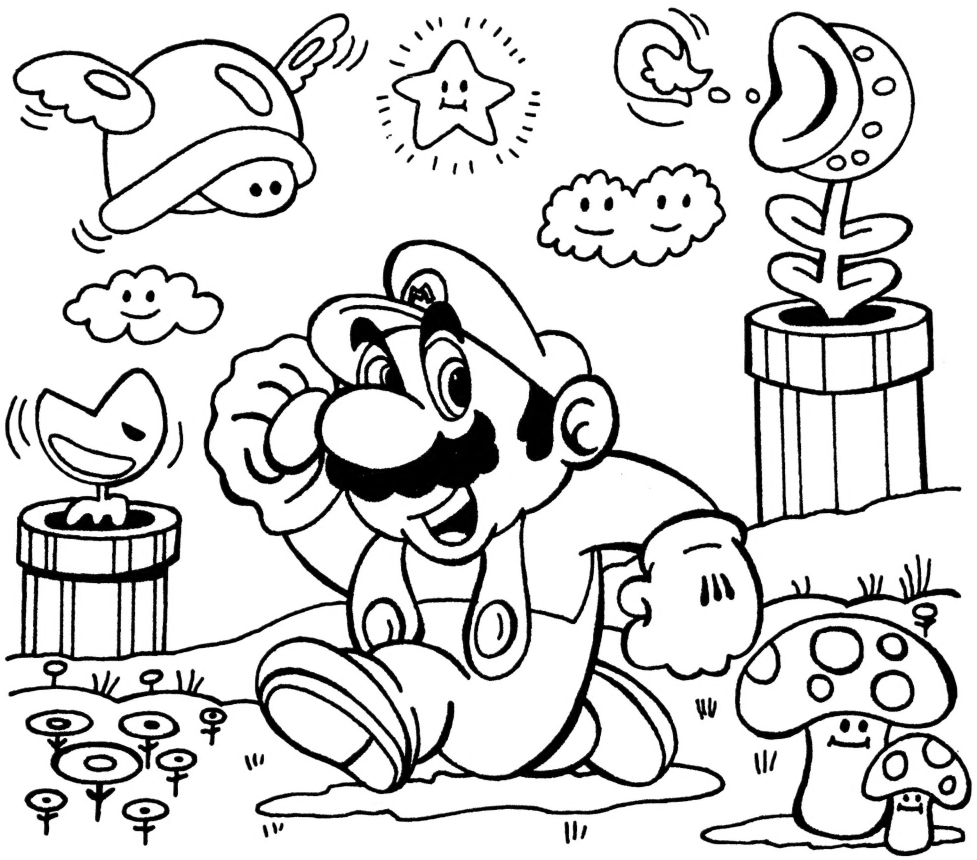
SUPER MARIO BROS. 3™



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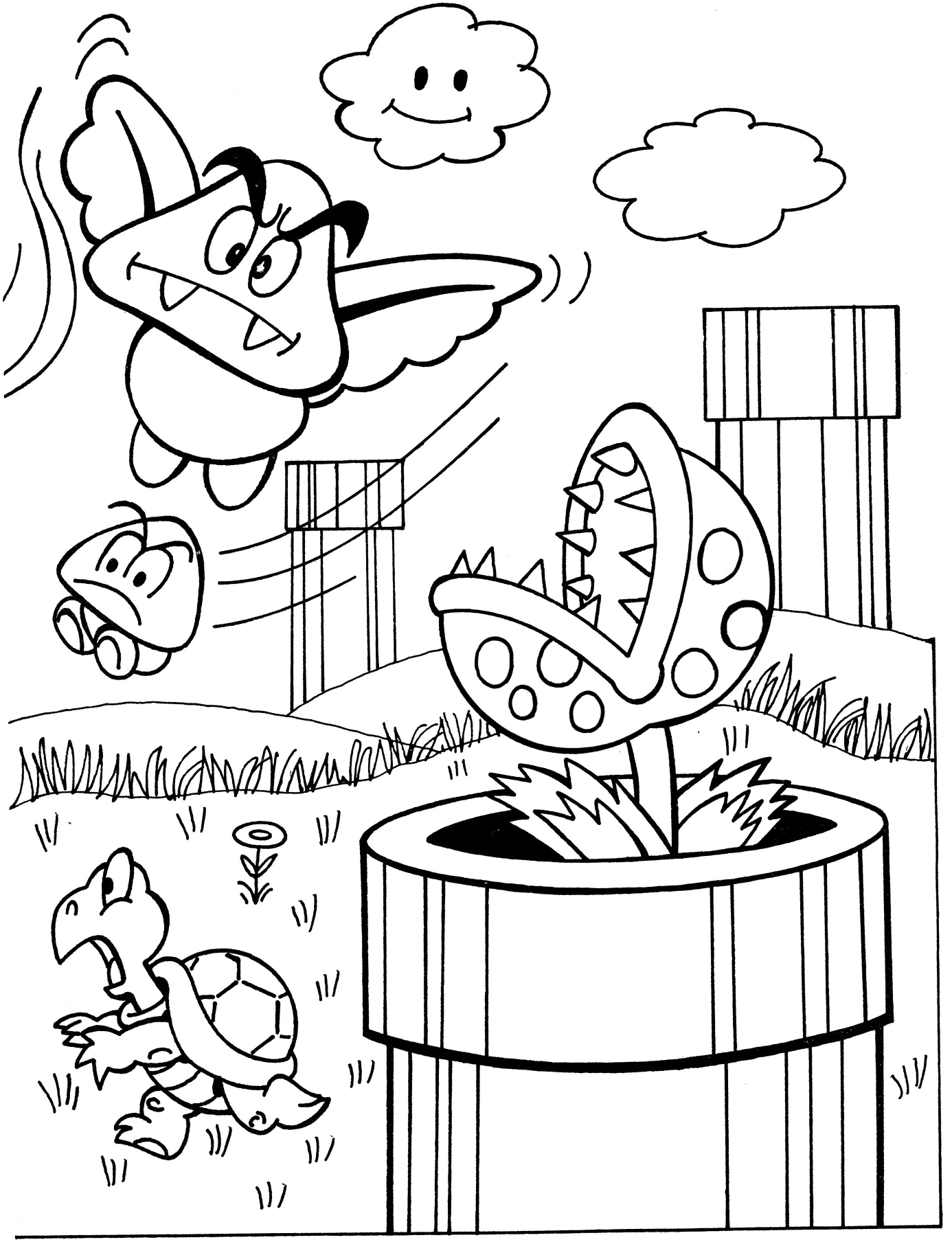
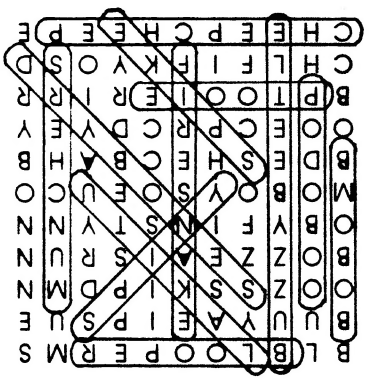


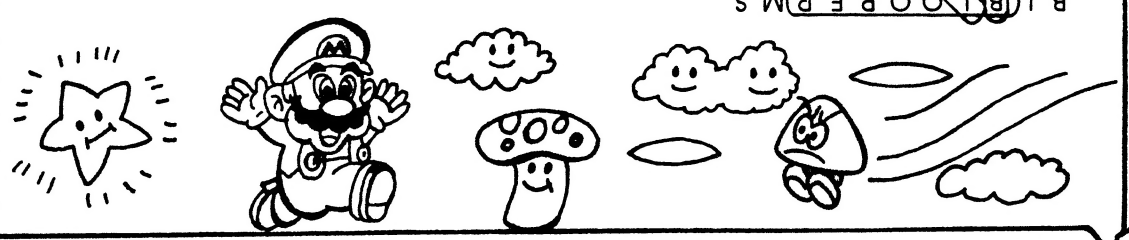
Search up, down, across, and diagonally to find the names of Mario's enemies.

B L B L O O P E R M S
B U U Y A E I P S U E
O O Z S S K I P D M N
B O Z Z E A I S R U N
O B Y F I N S T Y N N
M O B O Y S O E U C O
B D E S H E C B A H B
O O E C P R C D Y E Y
B P T O O I E R I R R
C H L F I F K Y O S D
C H E E P C H E E P E

Word List

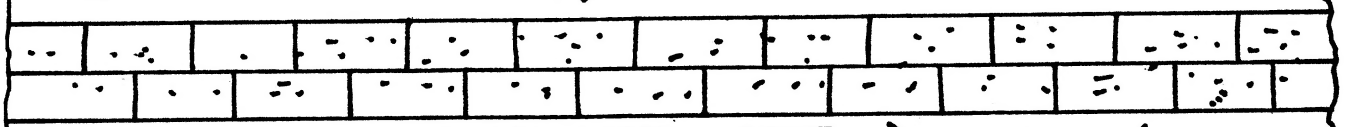
BLOOPER
BOB-OMB
BUZZY BEETLE
CHEEP-CHEEP
DRY BONES
FIRE SNAKE
LAKITU
MUNCHERS
PODOBOO
PTOOIE
SPIKE
SPINY

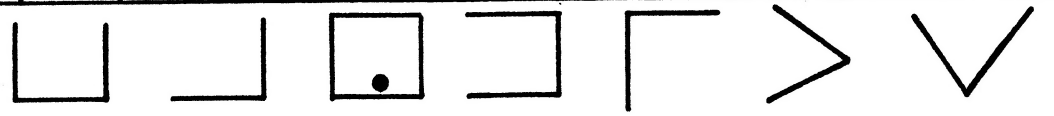


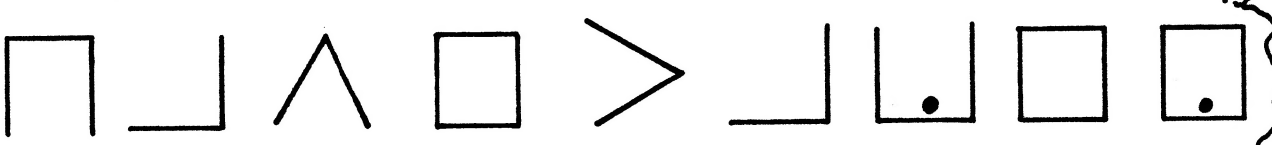


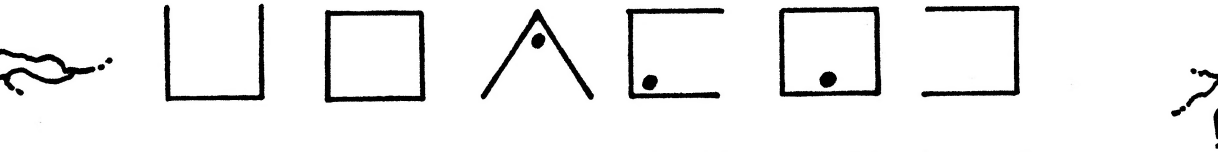
Use the secret code to find a message to Mario from the Princess.

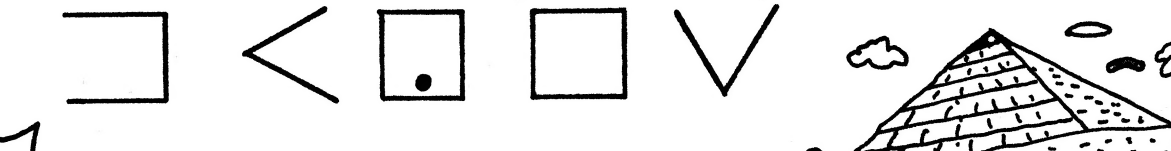
A	B	C	J	K	L	S	W																			
D	E	F	M	N	O	T	U	X	Z																	
G	H	I	P	Q	R	V	Y																			

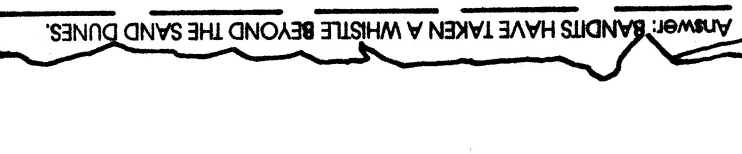


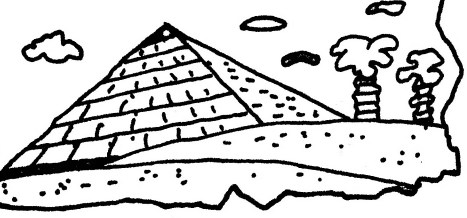




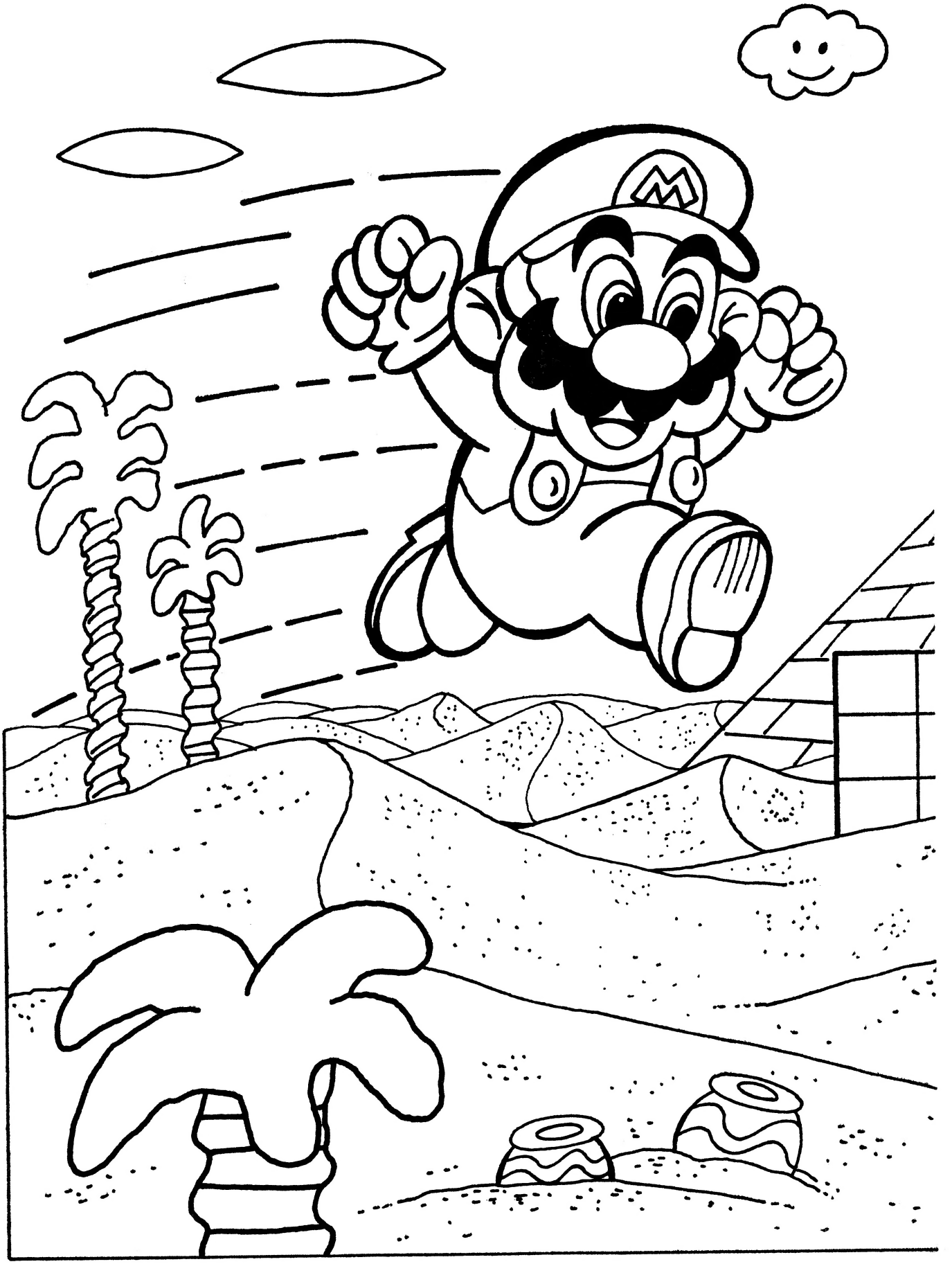


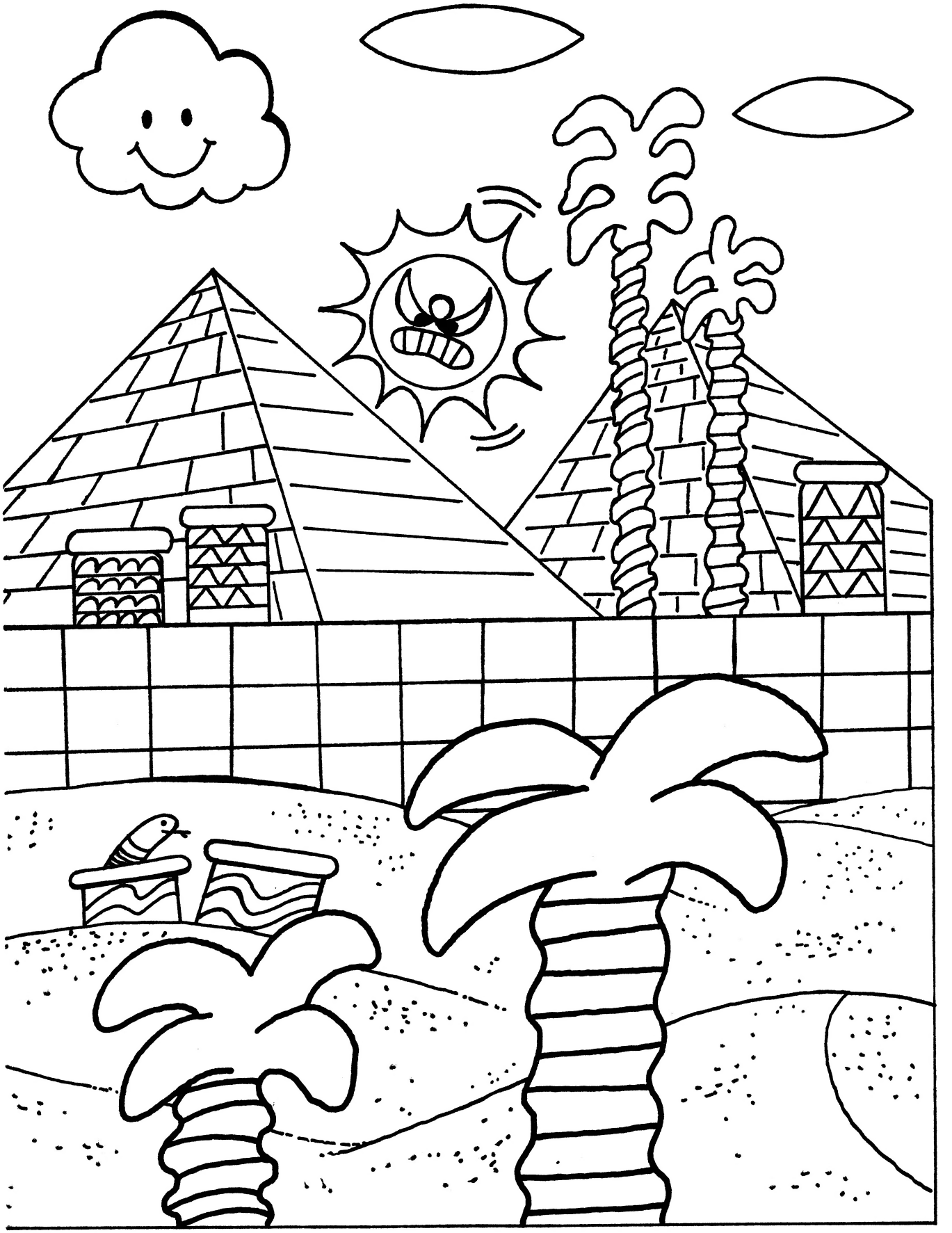




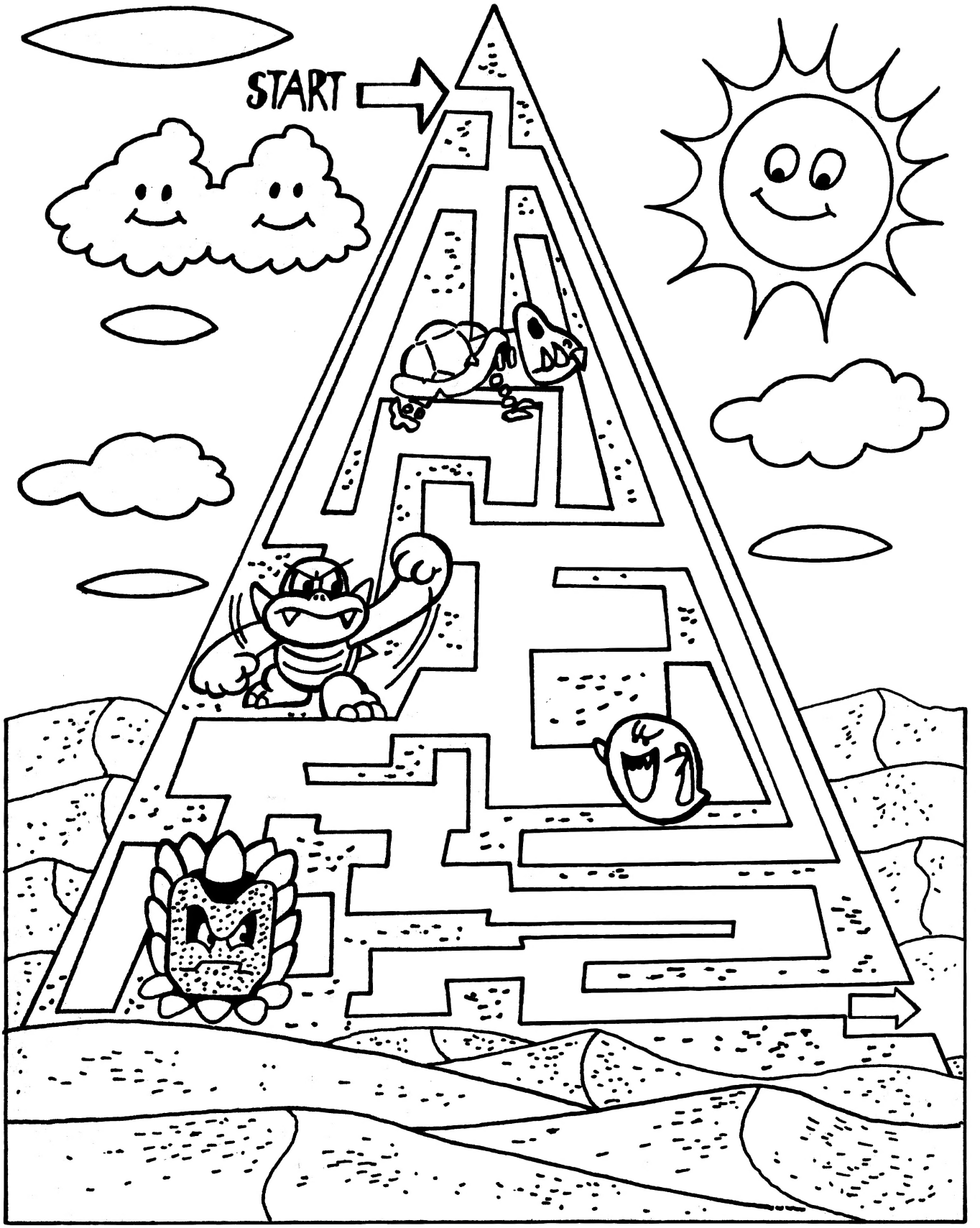


Answer: BANDITS HAVE TAKEN A WHISTLE BEYOND THE SAND DUNES.

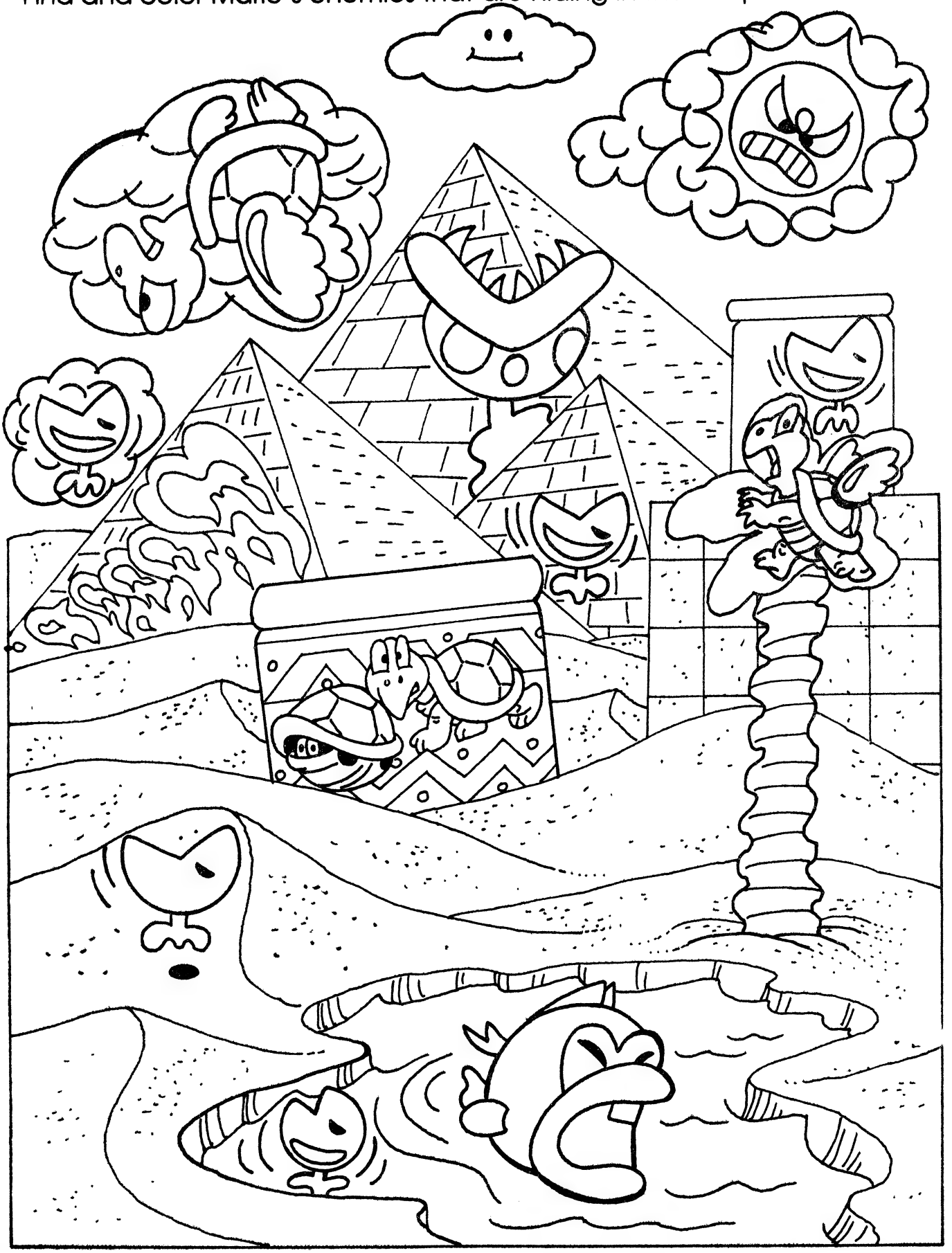


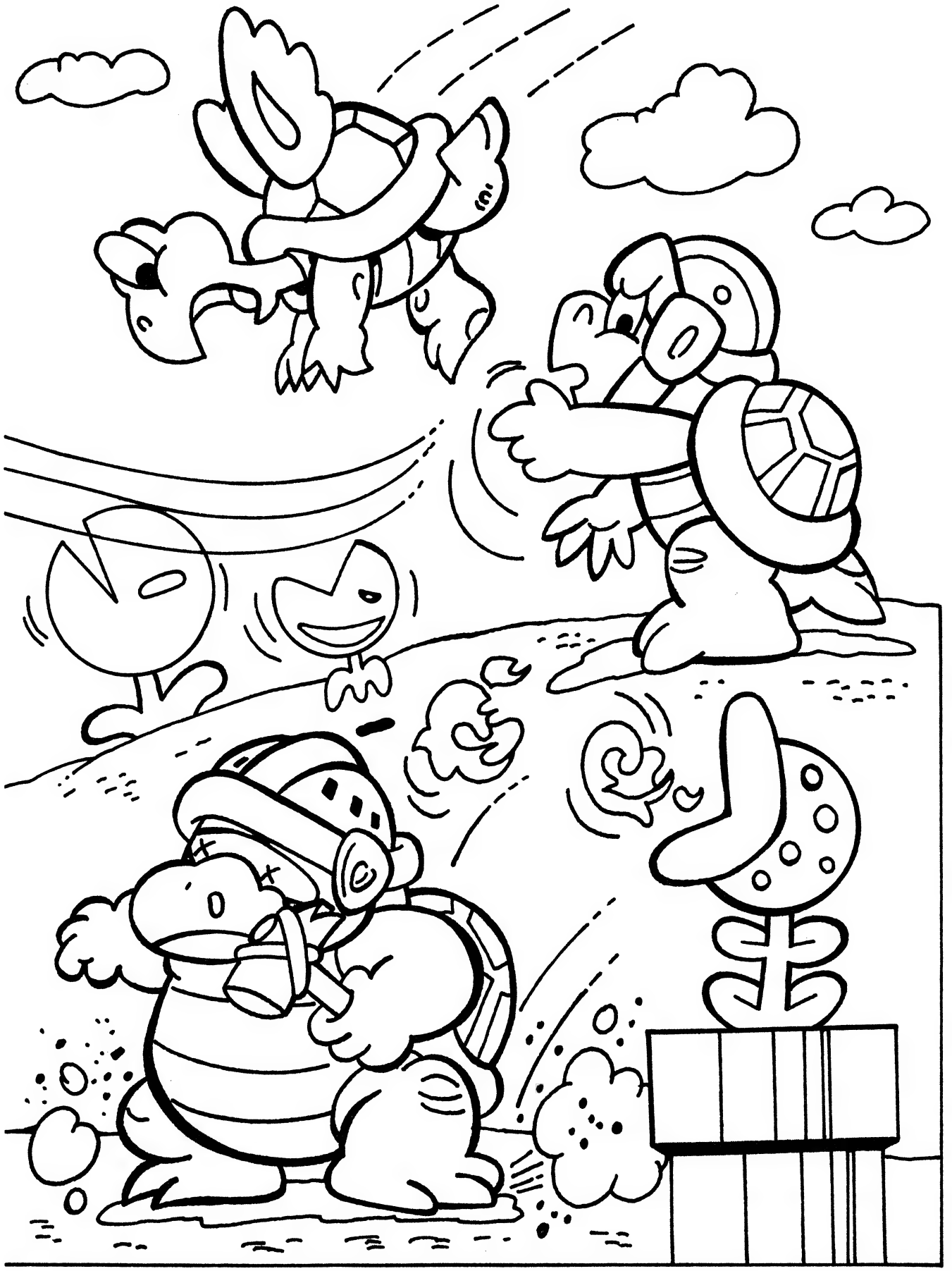


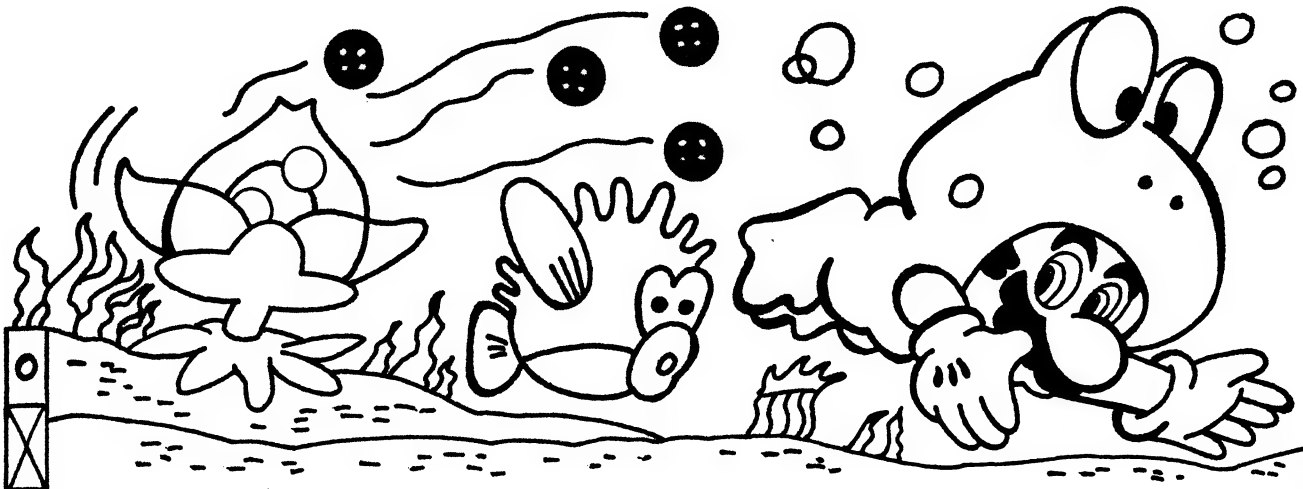
Follow the path to get through the pyramid.



Find and color Mario's enemies that are hiding in the Koopaharl Desert.



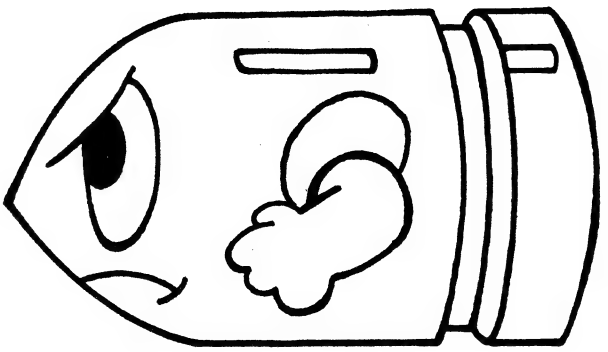




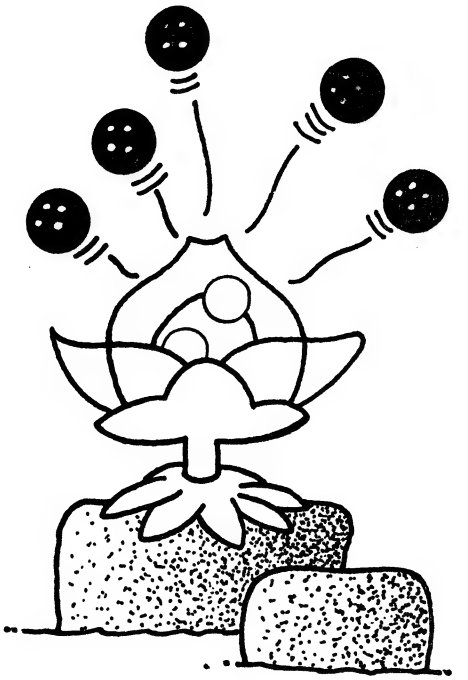
Fill in the blanks to make your own funny story about Mario.

The _____ Kingdom had been very peaceful due to the brave deeds of _____ and _____. Then, _____ sent his seven _____ to make mischief in the _____ World. They stole the royal, magic _____ from each country in the Mushroom _____ and used them to turn their _____ into _____. _____ and _____ must recover the royal magic _____ from Bowser's seven _____ and return the _____ to their true forms.

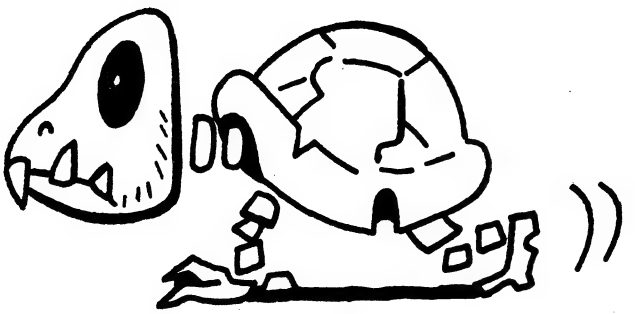
Unscramble the words to find the names of some of Mario's enemies.



1. LLETUB LLIB

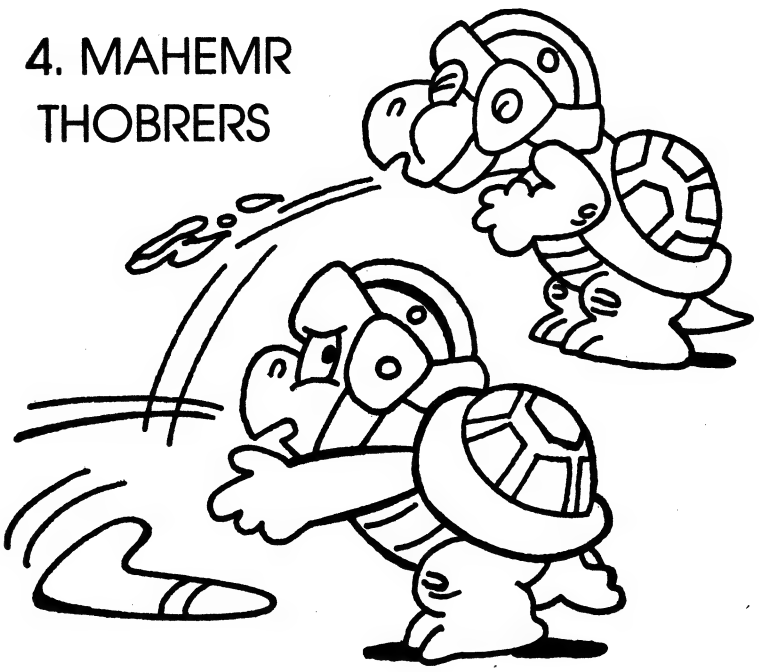


2. VAAL TOUSL



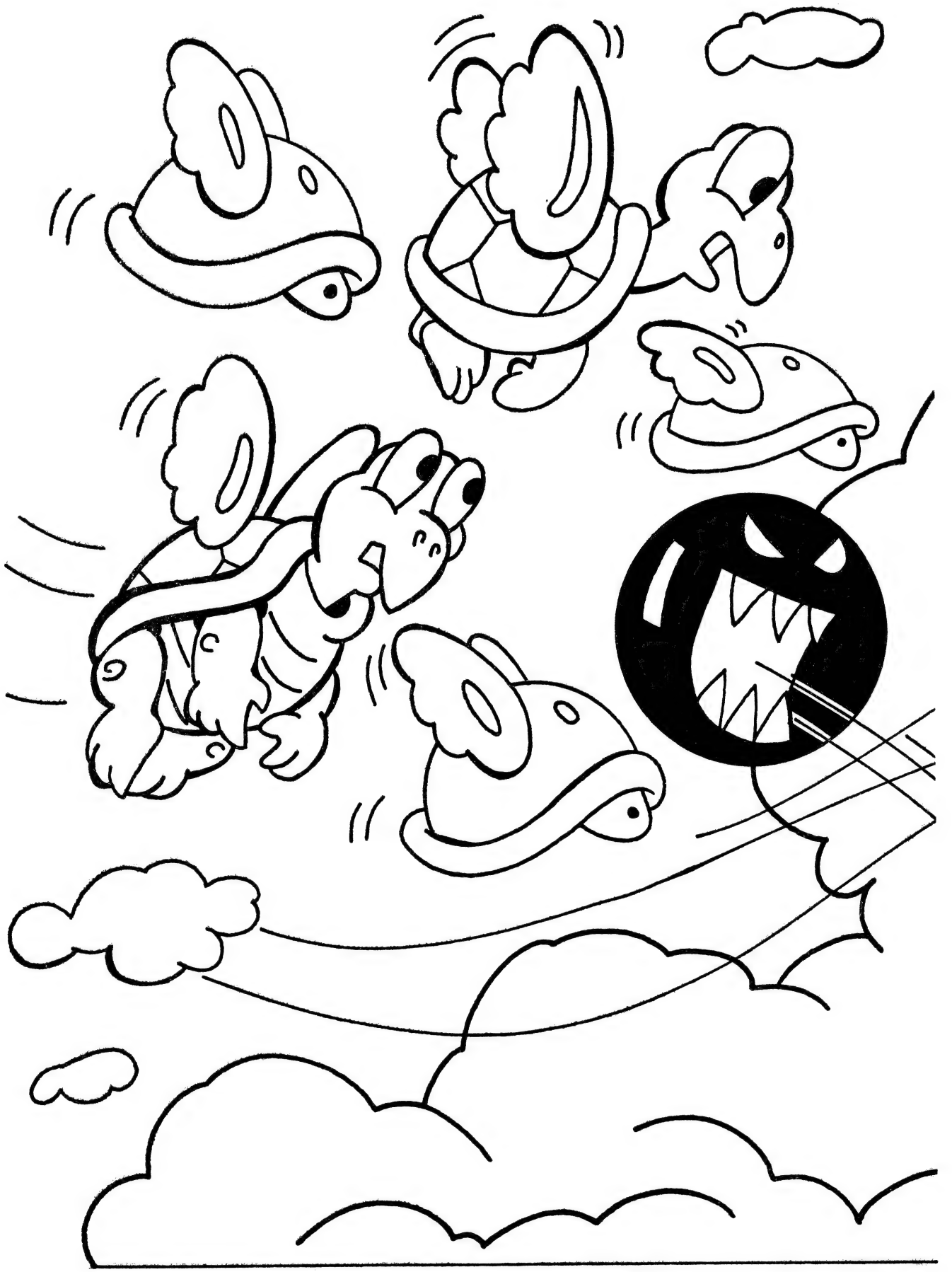
3. RYD NOEBS

4. MAHEMR THOBRERS

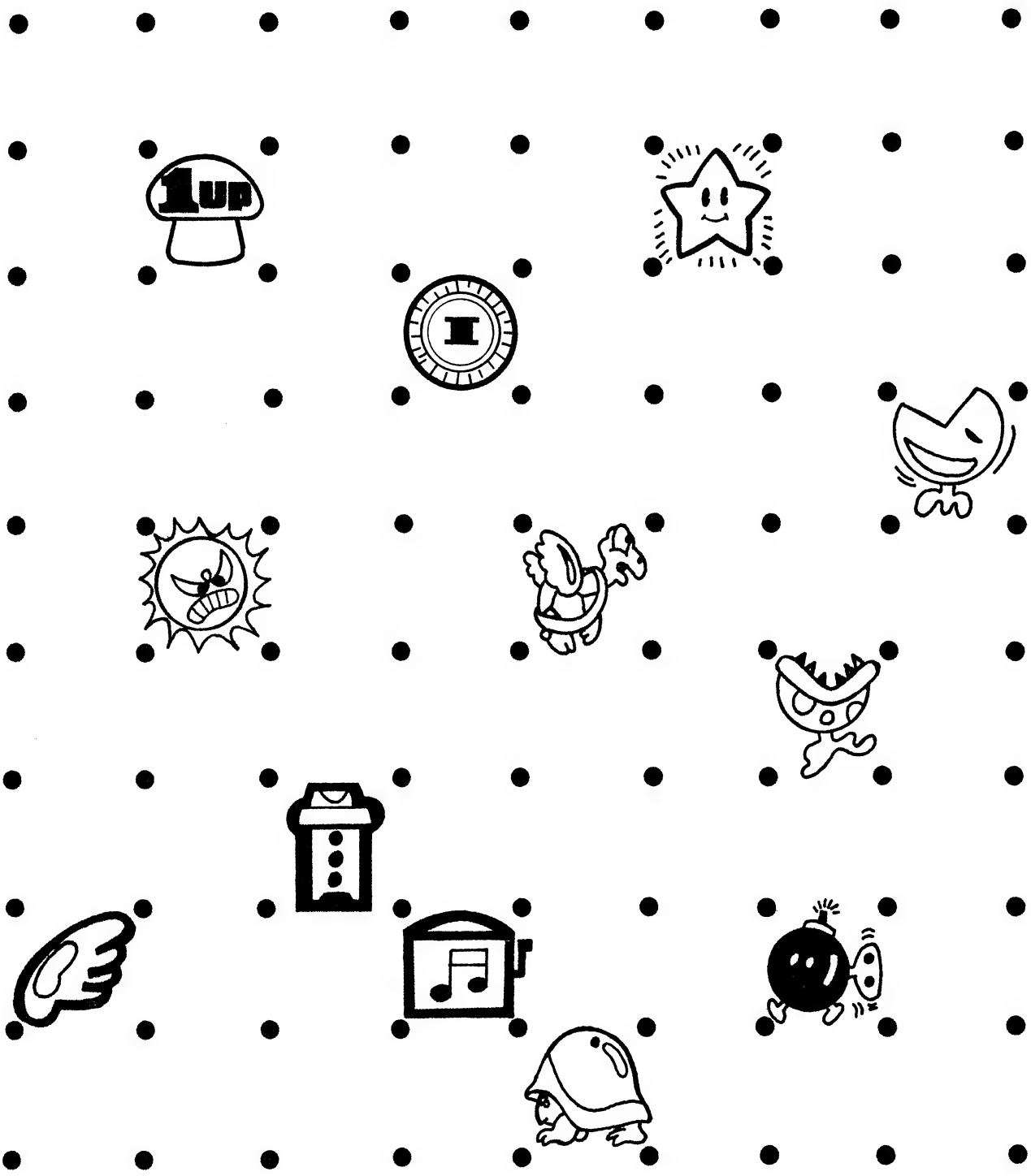


5. YUZZB TEELEB

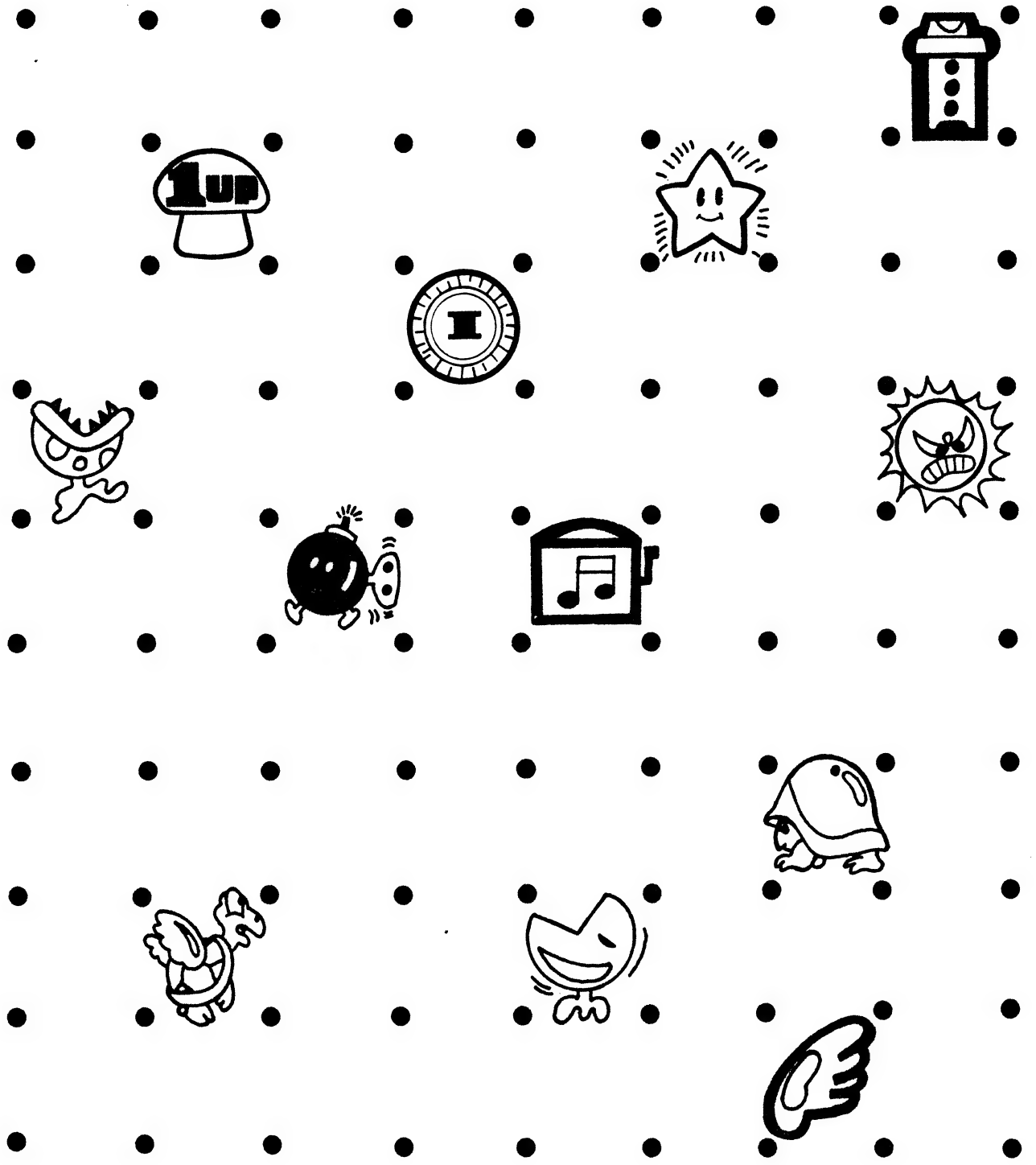
Answers: 1. BULLET BILL, 2. LAVA LOTUS, 3. DRY BONES, 4. HAMMER BROTHERS, 5. BUZZY BEETLE



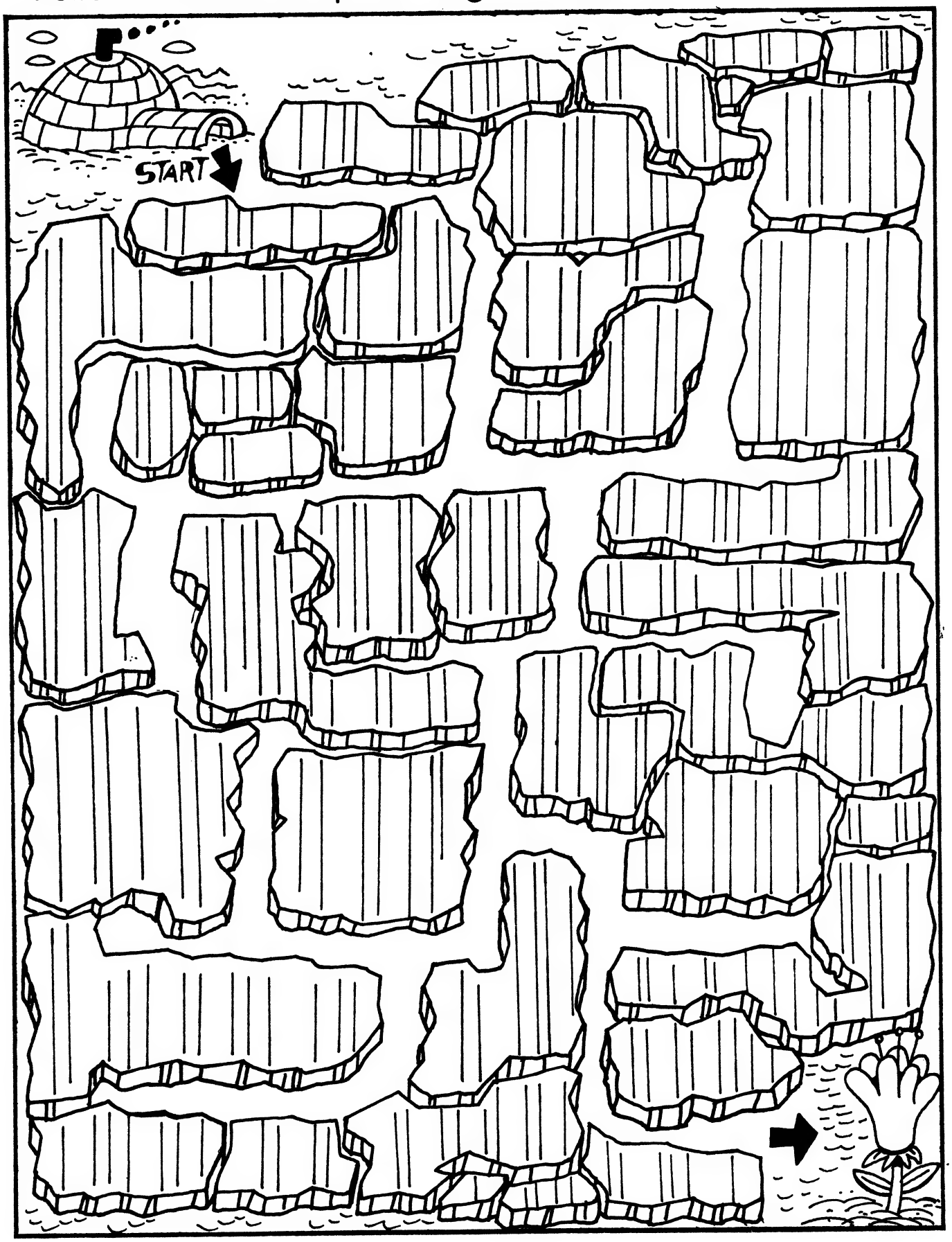
You can play this game with a friend. Take turns drawing a line, either horizontally or vertically, between any two of the dots shown below. If your line finishes an empty box, give yourself 1 point. If you complete a square with a helper inside, give yourself 2 points. If you complete a square with an enemy, subtract 2 points. The player with the most points when all the dots are connected wins.



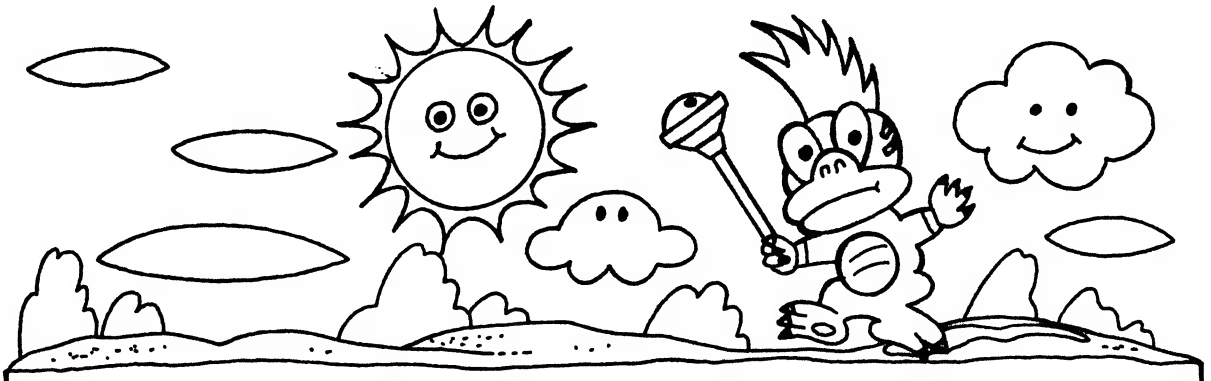
Try again and see who wins!



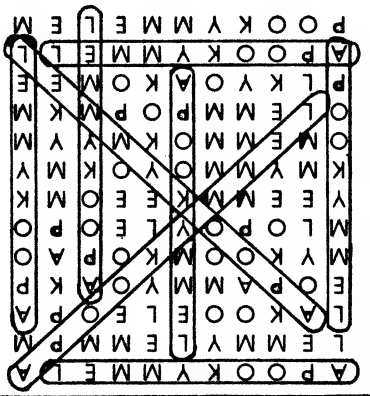
Follow the correct path to get out of the Winter World.

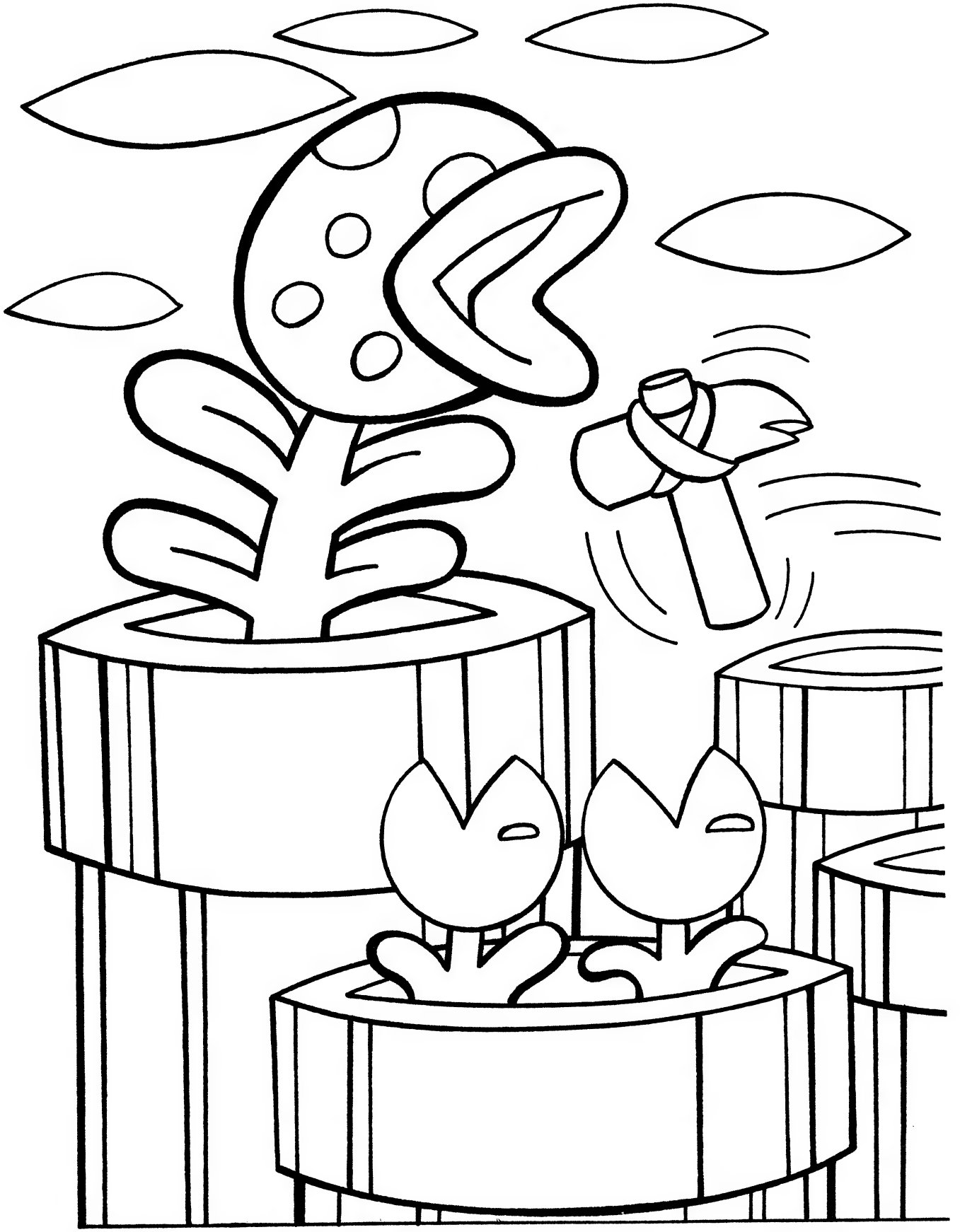


How many times can you find **Lemmy Koopa** in this puzzle? Look up, down, across, and diagonally.

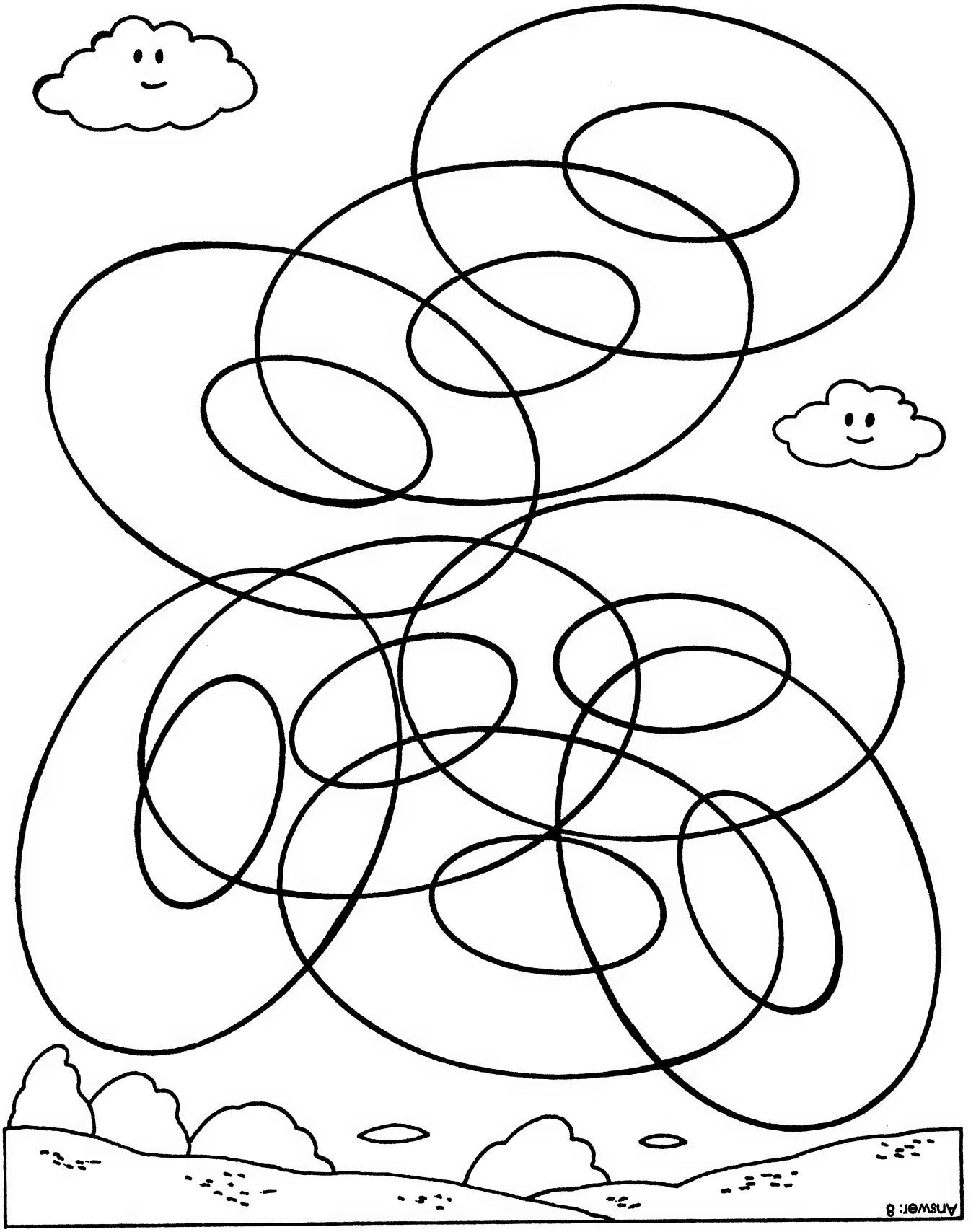


A P O O K Y M M E L A
L E M M Y L E M M P M
L A K O O E L E O P A
E O P A M M Y O A K P
M Y K O O M K O P A O
M L O P O Y L E O P O
Y E E M M K E E O M K
K M Y M M O Y O K M Y
O M E M M O K M Y Y M
O L E M M P O P M K M
P L K Y O A K O M E E
A P O O K Y M M E L L
P O O K Y M M E L E M



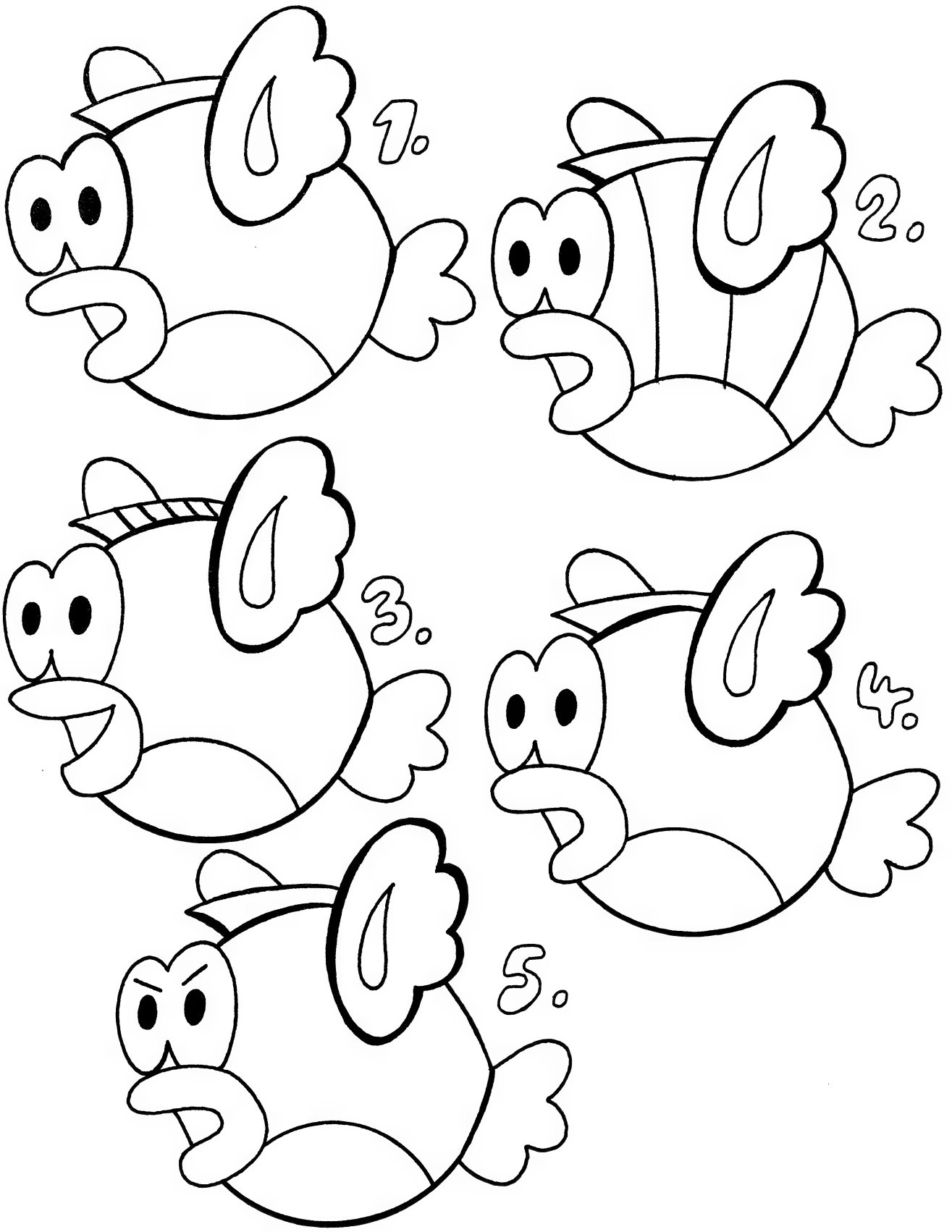


How many Donut Lifts are tangled in this picture?



Follow the dots to see where Mario's enemy is hiding.

Color the two Cheep-Cheeps that are the same.



Answer: 1 and 4

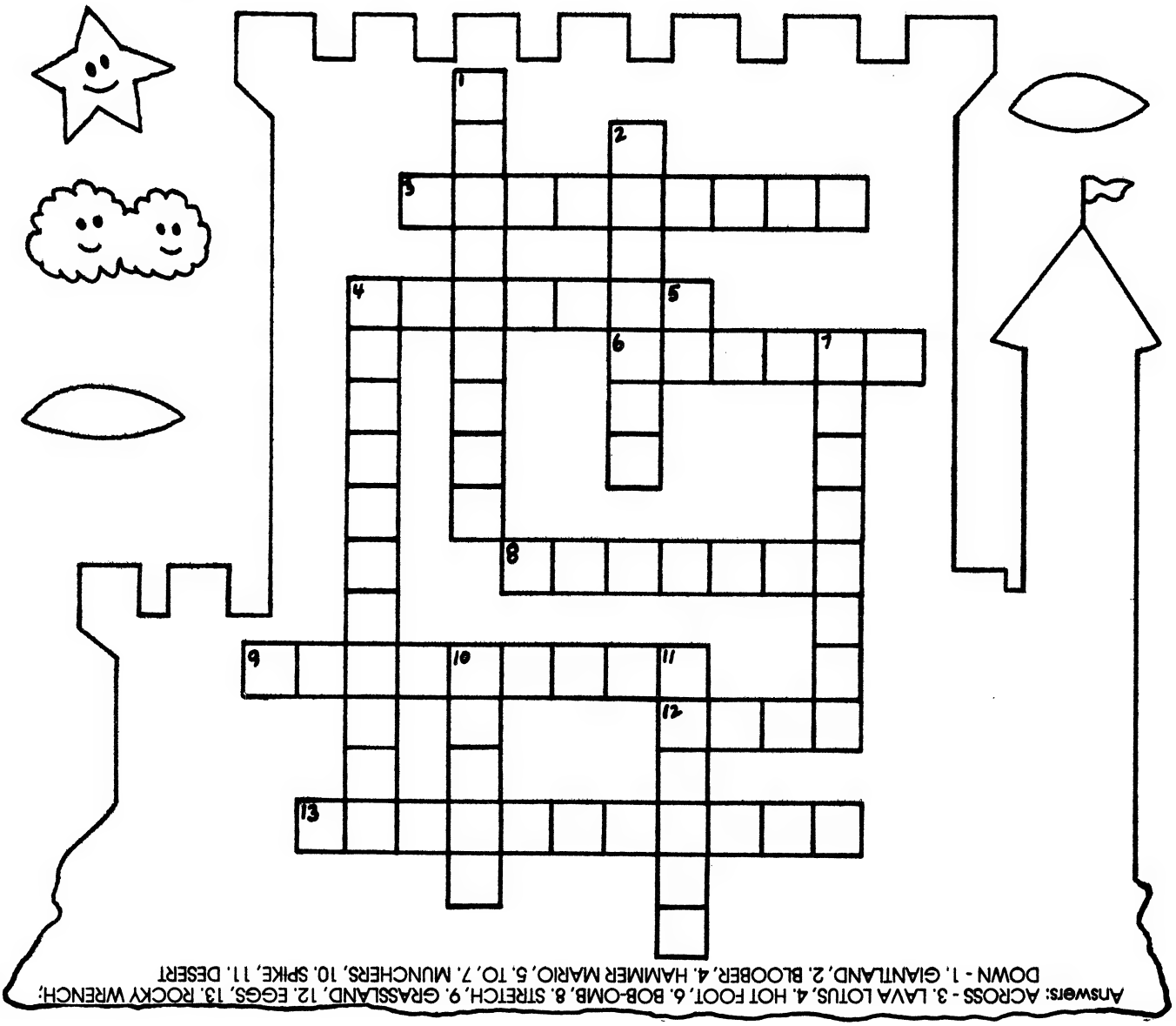
Crossword Puzzle

ACROSS

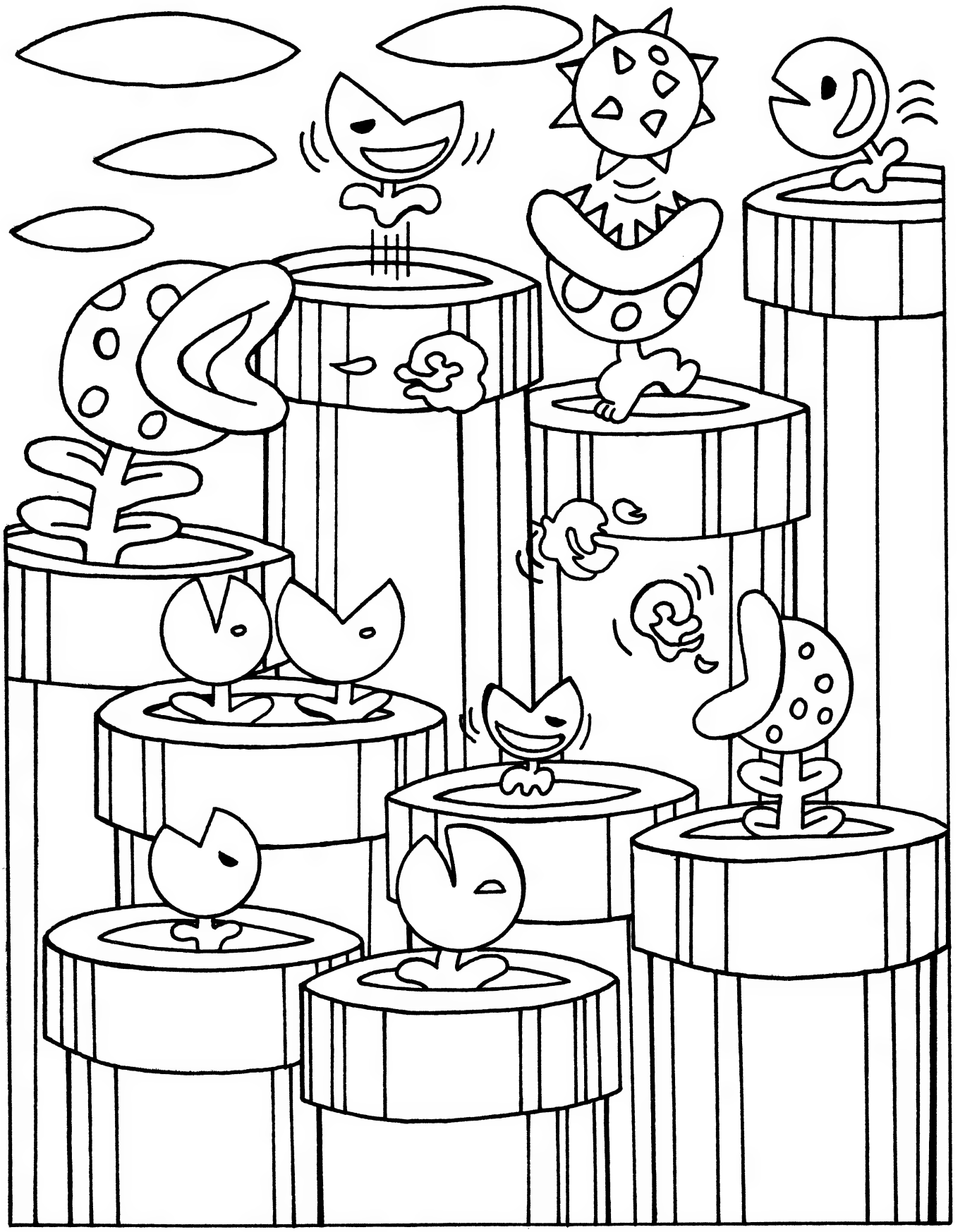
3. Name of the water plant that spits lava bits
4. Enemy that haunts the fortresses
6. Enemy that explodes after being stomped on
8. Spooky inhabitant of the Fortress that lives in white blocks
9. The name of World 1
12. Lakitu tosses Spiny _____.
13. Turtle that serves on the Koopling Airship

DOWN

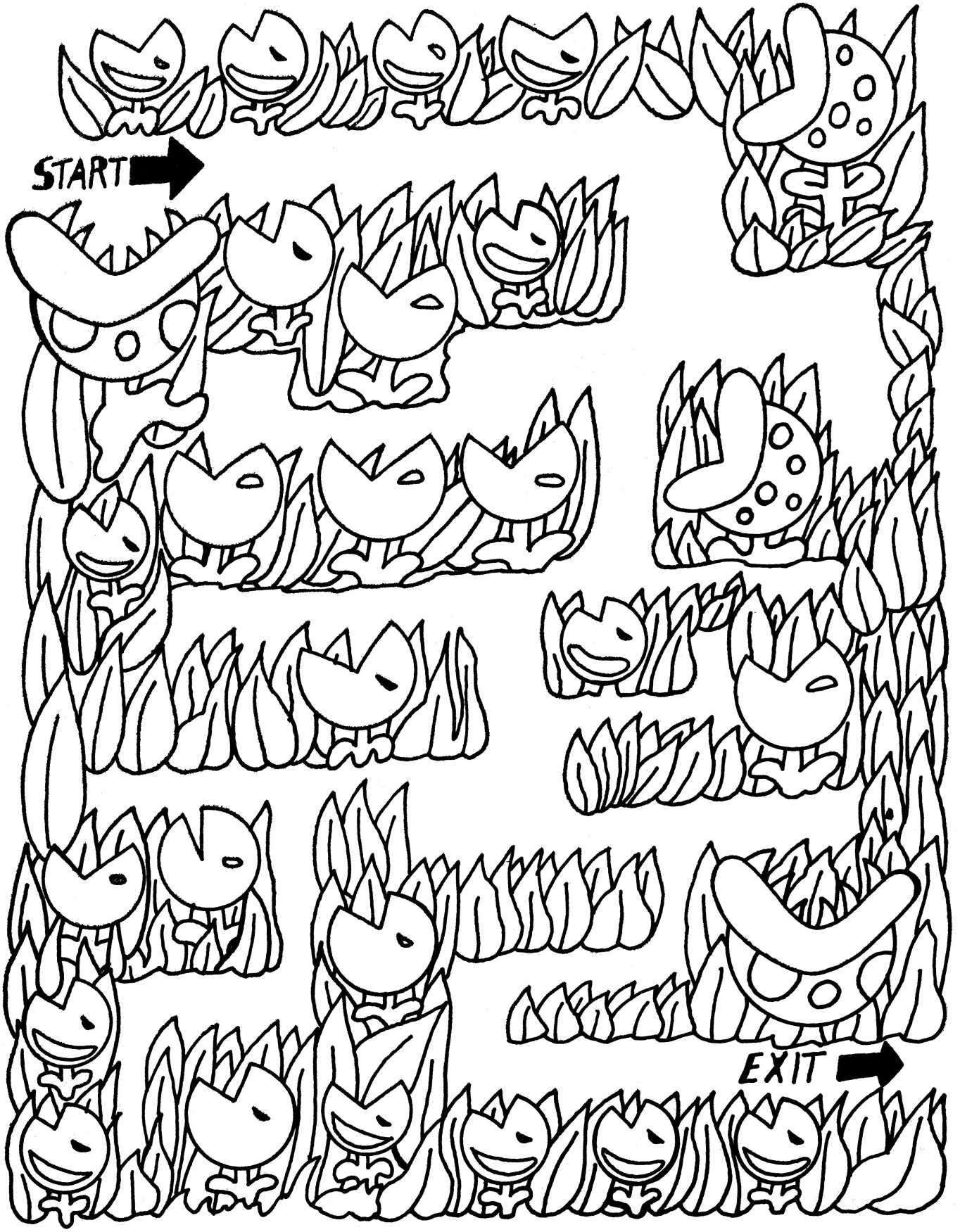
1. Name of World 4
2. Underwater squid
4. Mario's name when he wears a shell and throws a weapon
5. Another spelling for a word that sounds like **too**
7. Indestructible Piranhas often found in clusters
10. Enemy that throws a ball at Mario
11. World 2 is called the Koopahari _____.

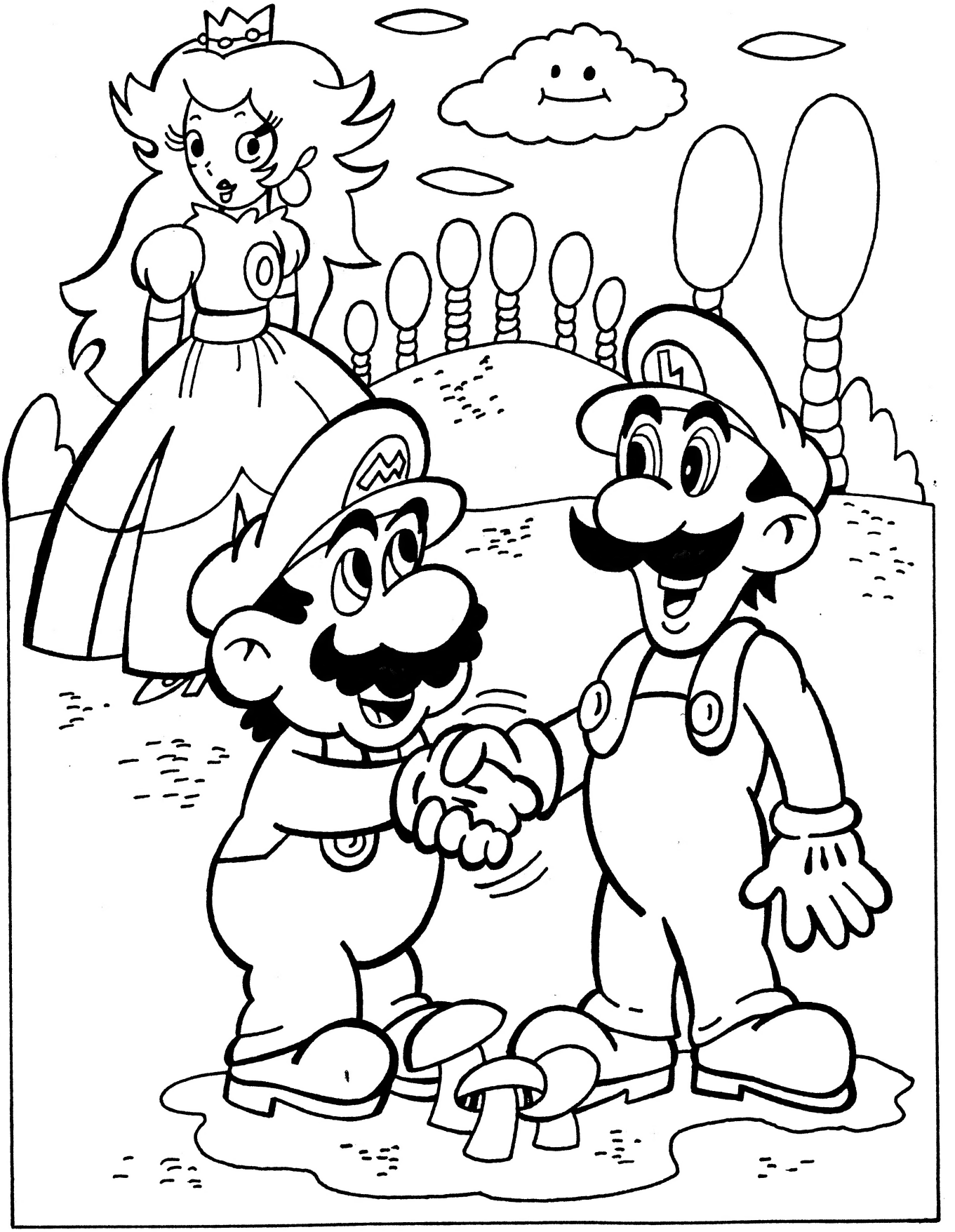


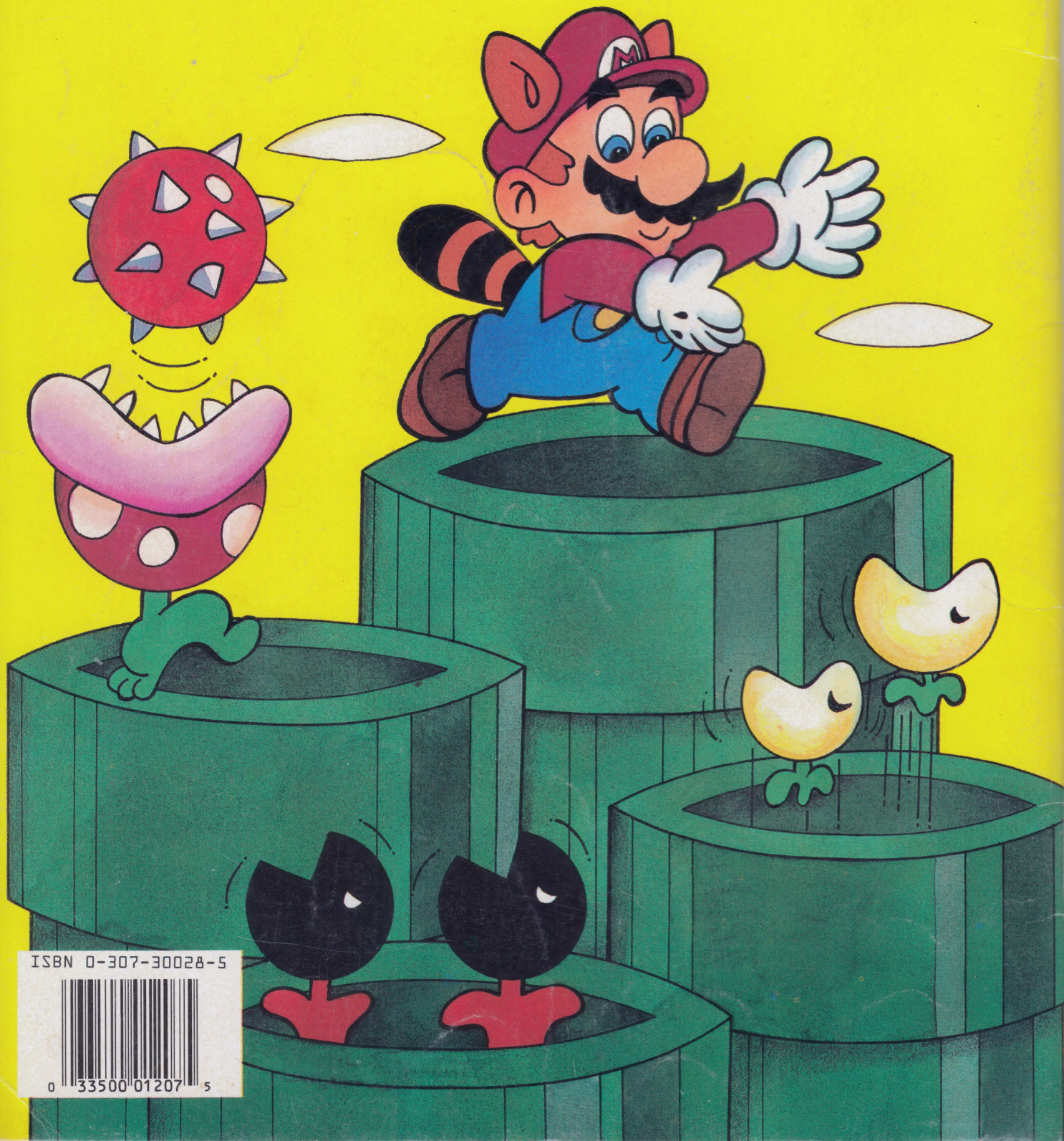
Answers: ACROSS - 3. LAVA LOTUS, 4. HOT FOOT, 6. BOB-OMB, 8. STRETCH, 9. GRASSLAND, 12. EGGS, 13. ROCKY WRENCH;
DOWN - 1. GIANTLAND, 2. BLOOBER, 4. HAMMER MARIO, 5. TO, 7. MUNCHERS, 10. SPIKE, 11. DESERT



Find the path through the Piranha Plants.







ISBN 0-307-30028-5

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